

IDW
ISSUE
12
COVER A

SONIC™

THE HEDGEHOG



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SEGA®



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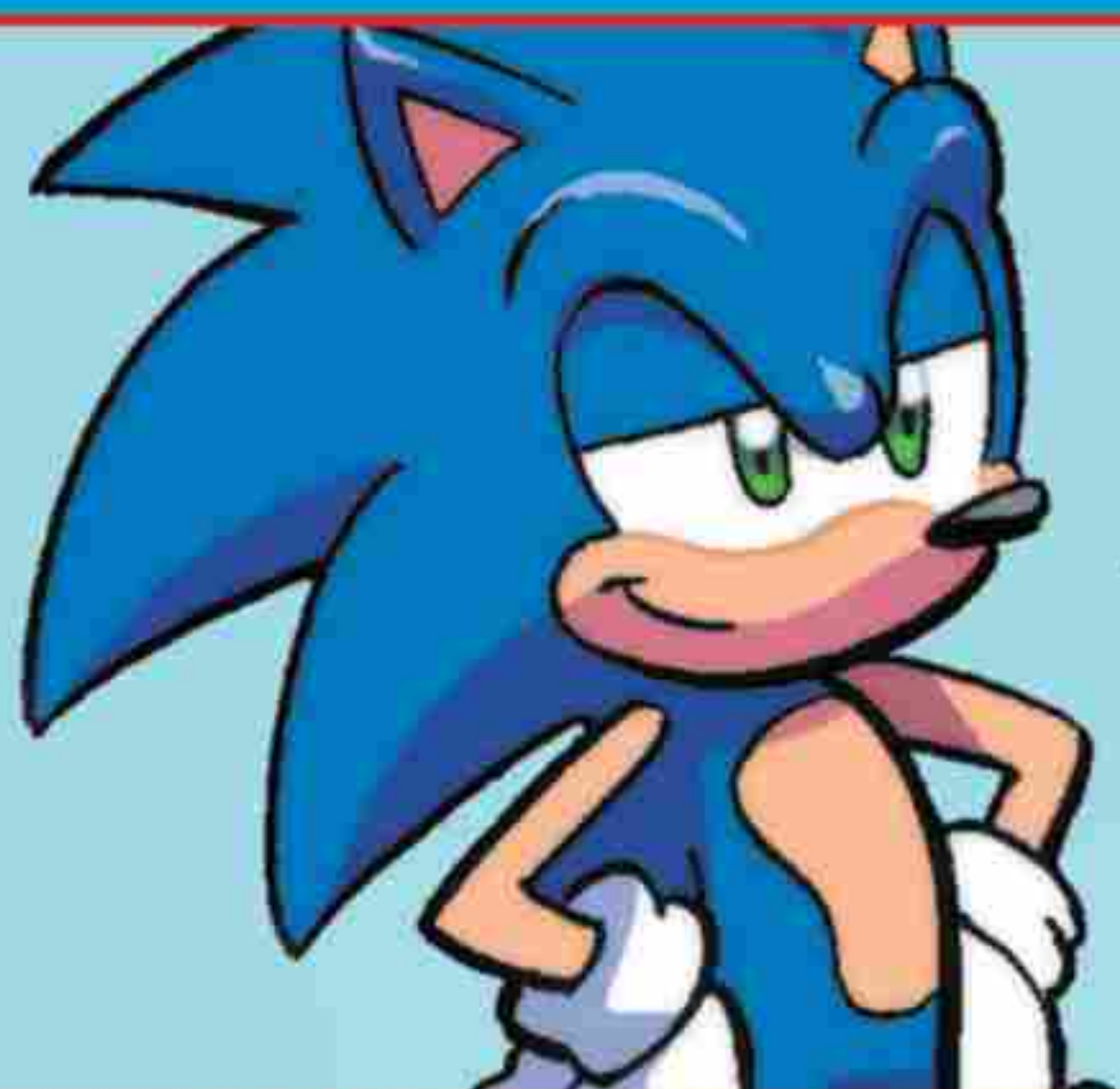
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ROLL CALL



SONIC THE HEDGEHOG

The Blue Blur.
Fastest thing alive.



MILES "TAILS" PROWER

Tech-savvy Sidekick.
Resistance pilot.



AMY ROSE

Piko Hammer Hero.
Resistance core staff.



KNUCKLES THE ECHIDNA

Guardian of the Master Emerald.
Resistance leader.



SHADOW THE HEDGEHOG

The Ultimate Lifeform.
Team Dark leader.



TANGLE THE LEMUR

Excitable New Hero.
Resistance ally.



ROUGE THE BAT

Super-spy.
Team Dark intelligence.



BLAZE THE CAT

Fire-powered Princess.
Resistance ally.



ESPIO THE CHAMELEON

Ninja Detective.
Chaotix Detective Agency.



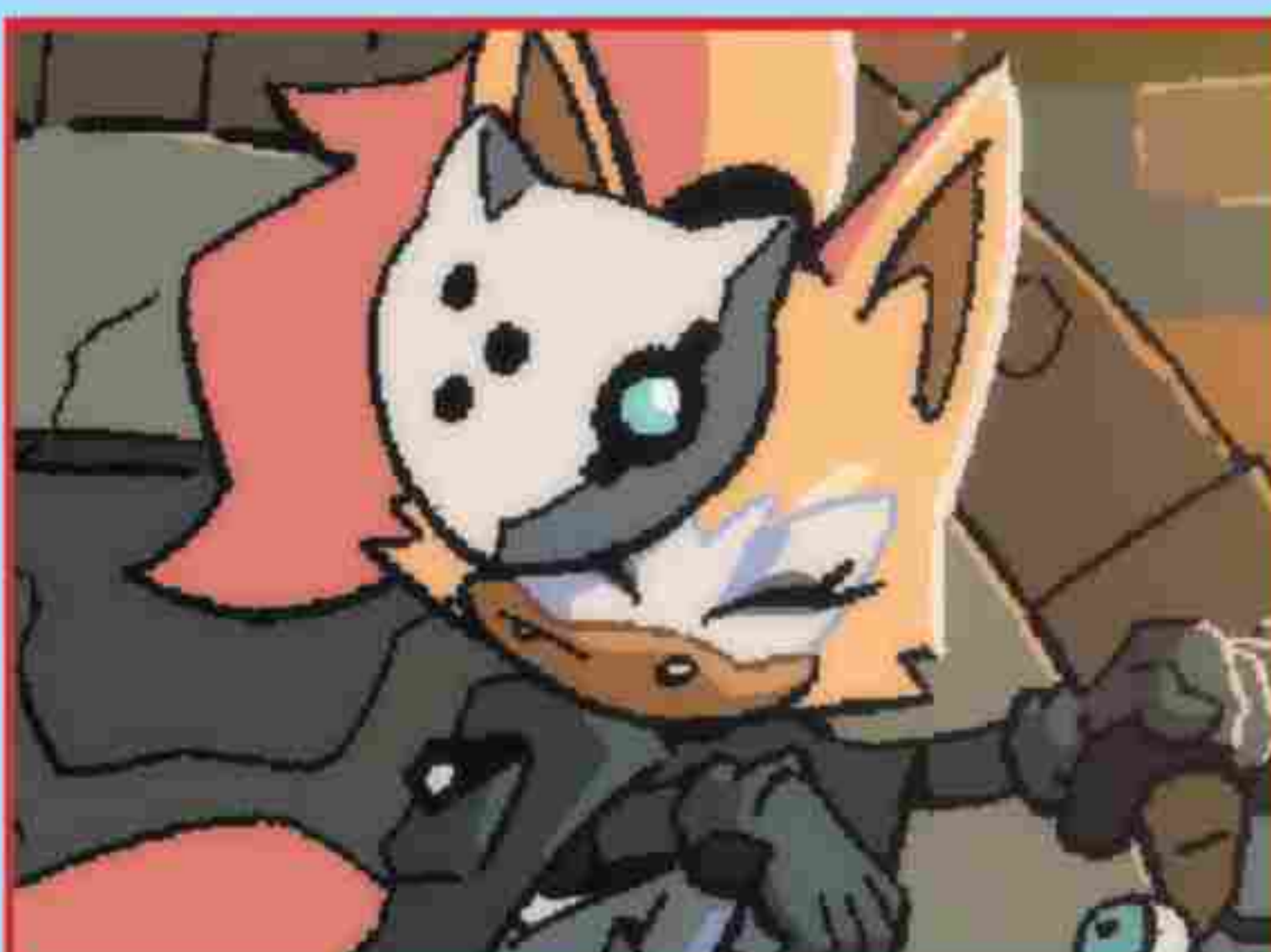
VECTOR THE CROCODILE

The Rock Croc.
Chaotix Detective Agency.



CHARMY BEE

Heroic Youngster.
Chaotix Detective Agency.



WHISPER THE WOLF

Silent Sniper.
Resistance ally.



SILVER THE HEDGEHOG

Psychic from the Future.
Resistance ally.



OKAY, I'VE
CONFIRMED THE
DAMAGE FROM OUR
FIGHT. LOSS OF THE
MASTER EMERALD
REVERTED METAL
SONIC TO HIS BASIC
ABILITIES.

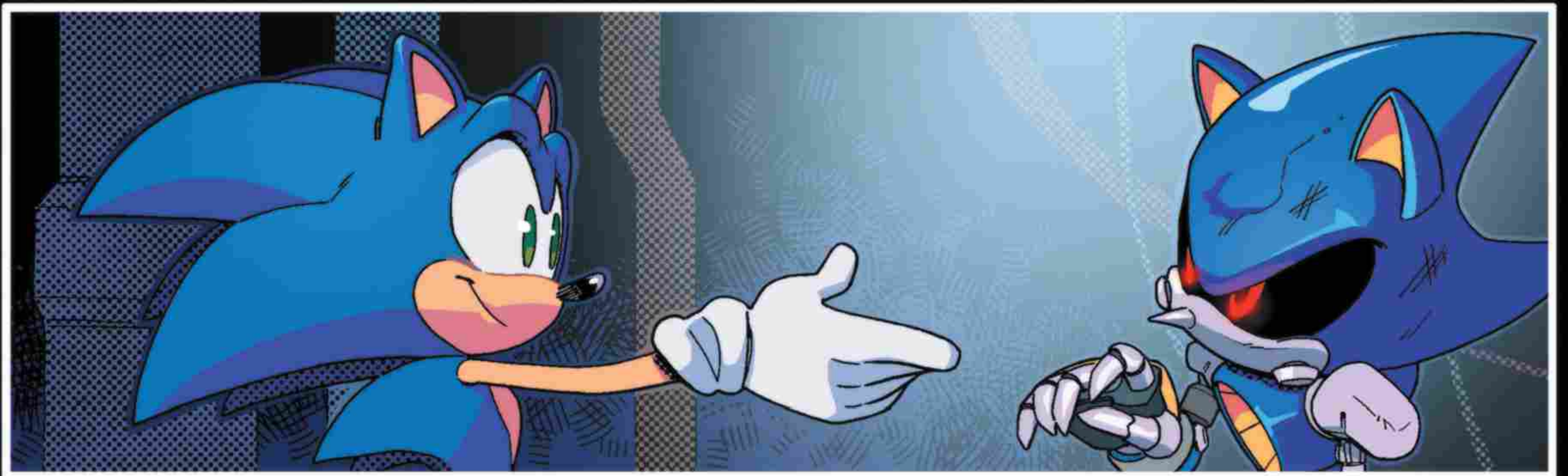
I'VE FINISHED
THE LAST OF
THE NECESSARY
REPAIRS. ARE YOU
SURE YOU WANT
TO DO THIS?

I'M
SURE.
WAKE UP
METAL
SONIC.

HE'S NOT
GOING TO BE
HAPPY ABOUT
THIS.

PROBABLY.
BUT I THINK
THE ODDS ARE
ON OUR SIDE.





MEANWHILE...

I DON'T UNDERSTAND. THREE SESSIONS LATER AND HE HASN'T REGAINED HIS MEMORIES.

HE'S BEGUN GRAVITATING TOWARDS HIS OLD MACHINES...

...BUT NOT HIS OLD PERSONALITY.

THIS HAS GOTTEN OLD, DOC!

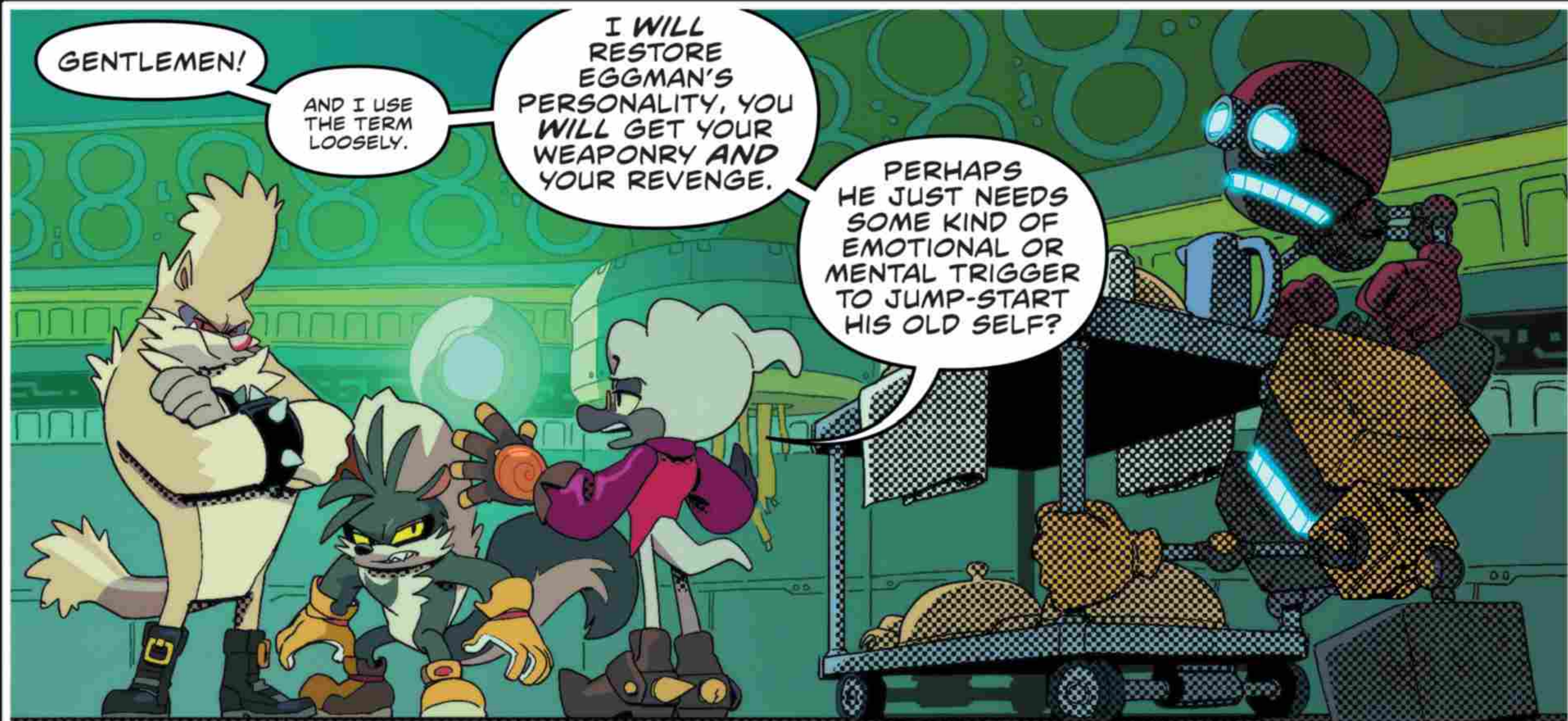
WHEN YOU SPRUNG US OUT OF JAIL, THE DEAL WAS WE'D GET YOU EGGMAN, AND THEN HE'D MAKE US WEAPONS!

WE'RE GONNA NEED SOME SERIOUS FIREPOWER IF WE'RE GONNA GET OUR REVENGE ON SONIC.

N-NOT THAT WE NEED IT. WE'RE TOUGH ENOUGH AS IT IS.

RIGHT. IT'S JUST FOR... UH... OVERKILL.

YEAH! INSULT TO INJURY! LOTS AND LOTS OF INJURY!



GENTLEMEN!

AND I USE THE TERM LOOSELY.

I WILL RESTORE EGGMAN'S PERSONALITY, YOU WILL GET YOUR WEAPONRY AND YOUR REVENGE.

PERHAPS HE JUST NEEDS SOME KIND OF EMOTIONAL OR MENTAL TRIGGER TO JUMP-START HIS OLD SELF?

DDHI DDHI I KNOW! HOW 'BOUT YOU THREATEN US, BOSS?

NOTHING CHEERED YOU UP LIKE SAYING YOU'D DISMANTLE US!

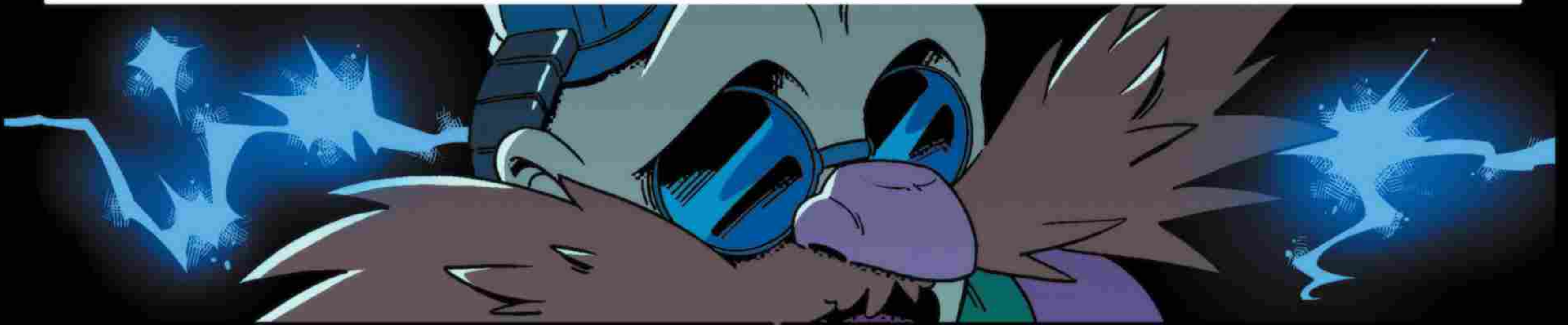
OR PERHAPS YOU'D LIKE TO REVIEW A LIST OF ELDRITCH CREATURES YOU'D LIKE TO RESURRECT AND THEN LOSE CONTROL OVER?

WHAT KIND OF MONSTER WOULD PROGRAM YOU WITH EMOTIONS AND THEN PREY UPON THEM?! NO, I'LL TAKE GOOD CARE OF YOU!

I'M CONFUSED. IS THAT A THREAT? IT DIDN'T SOUND MENACING THIS TIME.

ARE WE SURE WE WANT THE OLD BOSS BACK?







WHEN DID I GET HERE? WHO ARE ALL OF YOU? AND WHO DRESSED ME LIKE THIS?!

FINALLY!

AH, WELL. IT WAS NICE WHILE IT LASTED.



PLEASE ALLOW ME TO INTRODUCE MYSELF, SIR.

I AM DR. STARLINE, A KINDRED SPIRIT AND A DEEP ADMIRER OF YOUR WORK.

HMPH. WELL YOU AT LEAST KNOW YOUR PLACE.



YOU—KEEP TALKING. METAL! GET ON THE TABLE TO SO I CAN FIX YOU!

ORBOT! CUBOT! GET ME SOME REAL CLOTHES!



ABOUT THAT, SIR. YOU LOST YOUR MEMORY—YOUR WHOLE PERSONALITY—AFTER YOUR LAST BATTLE WITH SONIC AND THE RESISTANCE.

UH-HUH. PASS ME THE PENTA-MODULE RECOMBULATOR.

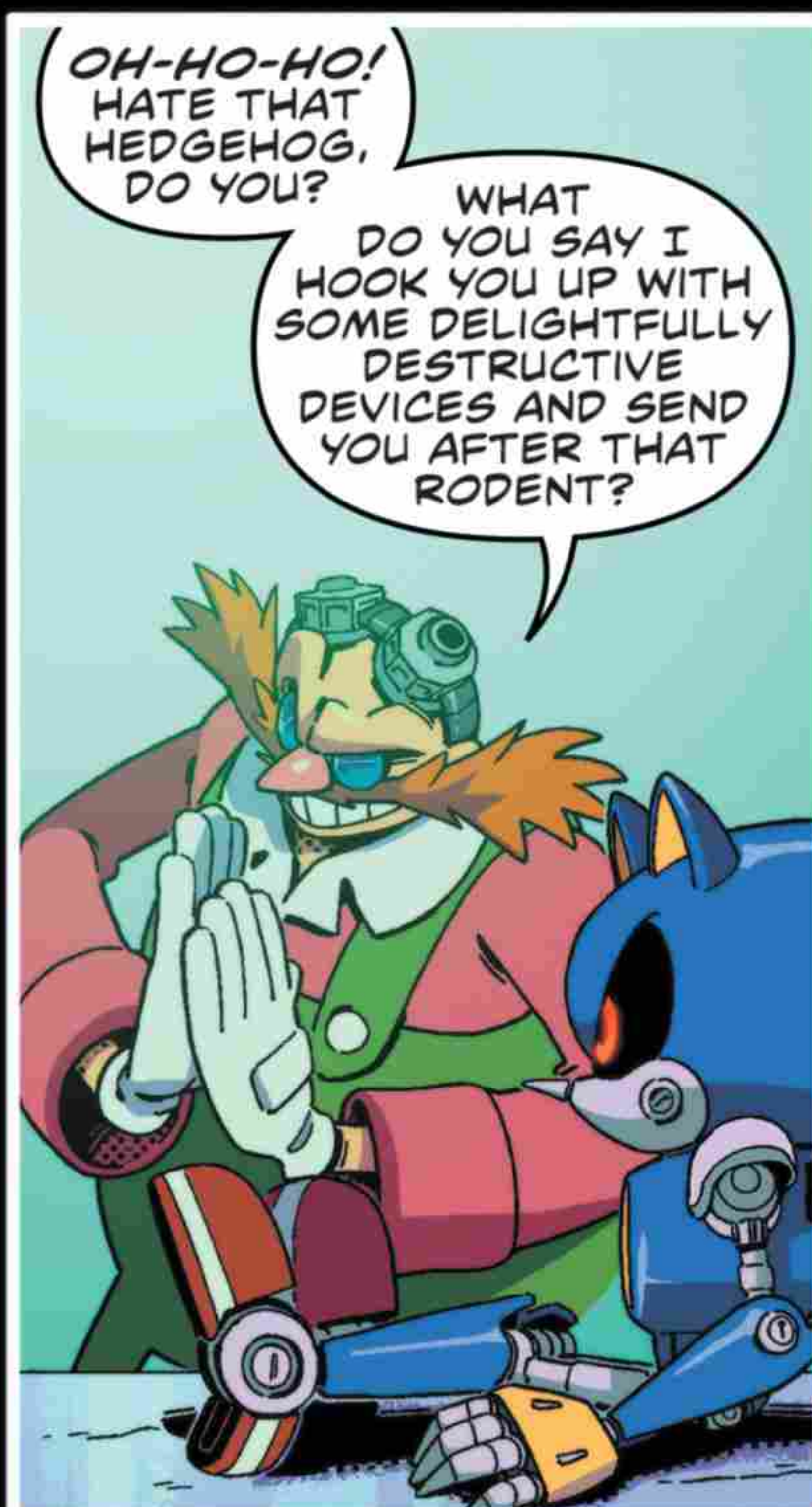
RIGHT AWAY!



YOU WOUND UP IN A REMOTE MOUNTAIN VILLAGE.

USING MY OWN UNIQUE METHODS, I LOCATED YOU AND HAD MY ASSOCIATES HERE RESCUE YOU.

WHAT ASSOCIATES?







LATER...

YO, KNUX!
I JUST DID A
COUPLE OF LAPS
AROUND THE
ISLAND.

EVERYTHING
LOOKS INTACT!



TAILS SAYS HE CAN
GET THE BATTLESHIP HE
CRASHED INTO MASTER
OVERLORD TO FLY AGAIN,
SO WE'RE ALL HEADING
BACK TO RESISTANCE
HQ. YOU COMING?

NAH. IT'S MY
DUTY TO GUARD
THE MASTER
EMERALD. I'M
STAYING RIGHT
HERE.

I FIGURED
YOU'D SAY
THAT. STILL, THE
OFFER STANDS.

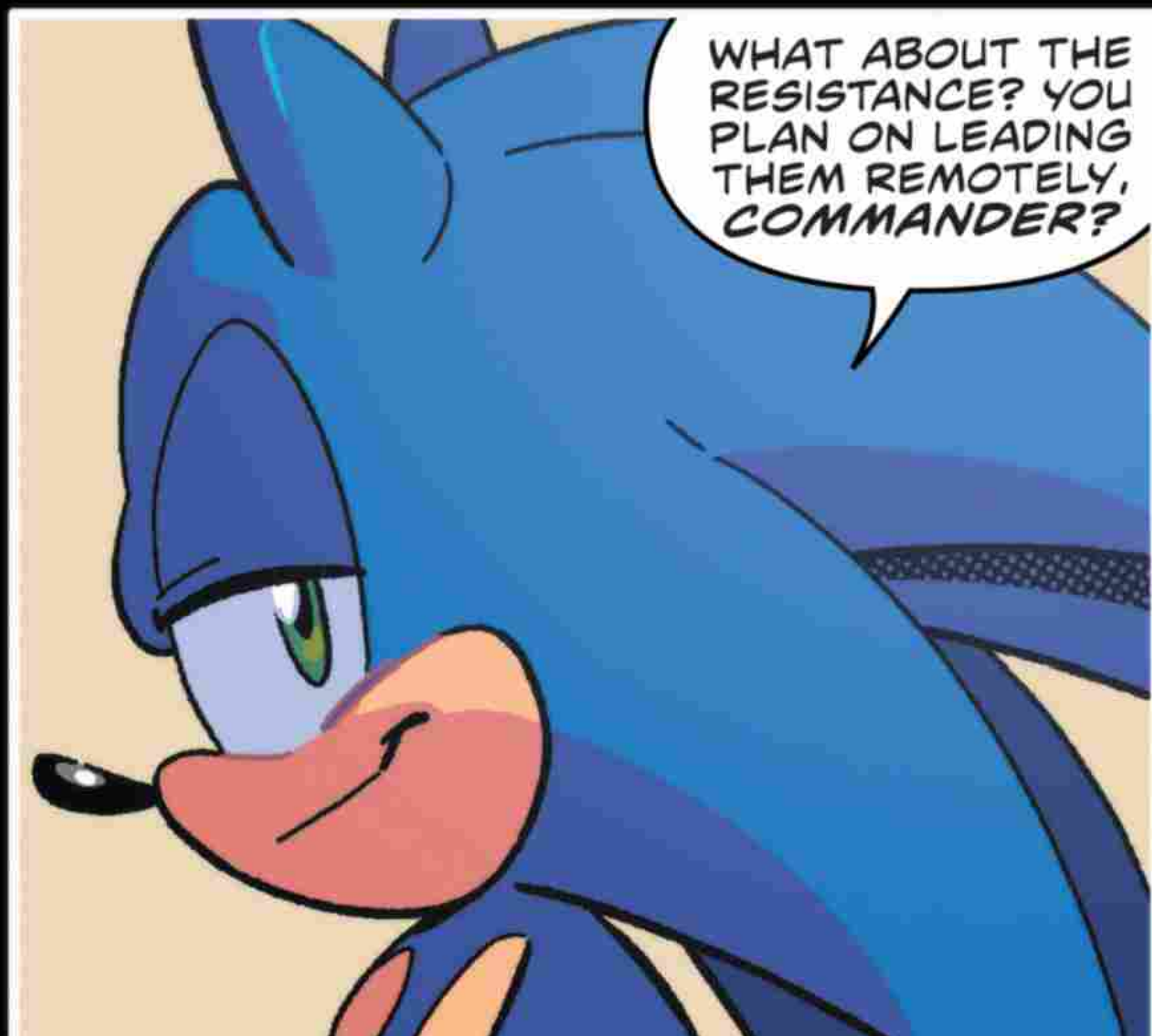


THANKS.

IF YOU
EVER GET
TOO LONELY UP
HERE, LET US
KNOW.

PFFT. YOU'LL
CAUSE SOME
PROBLEM AND
BRING IT TO MY
DOORSTEP IN
NO TIME.

HA! TRUE
ENOUGH.





AMY!
WHAT'CHA
DOIN'?

TAKING
INVENTORY OF
WHAT'S LEFT
ON THE SHIP.



THRILLING.
FIND ANYTHING
GOOD?

YEAH! THERE'S
TONS OF RAW
MATERIALS HERE!
IT'S JUST WHAT THE
RESISTANCE NEEDS
TO HELP WITH THE
RECONSTRUCTION
EFFORTS!

COOL!



I KNOW THIS
SORT OF THING
BORED KNUCKLES TO
TEARS, SO I GUESS
I'LL HANDLE
IT—HAHA!

HAHA
YEEEEEAH... AND
EVERYTHING ELSE,
TOO. KNUX SAYS
HE'S DISBANDING
THE RESISTANCE.

SURPRIIIIIISE...



ARE YOU
SERIOUS?

MM-
HMMM!

UNBELIEVABLE.



JUST THE LADY WE WERE LOOKING FOR!

PAYDAY!
PAYDAY!
WEEEE!



"PAYDAY"?
WHAT?



THE CASE OF THE MISSING EGGMAN IS OVER!

WE FOUND OUT WHAT HAPPENED TO THE DOCTOR, WHO WAS IMPERSONATING HIM, AND HELPED BRING DOWN THE PERP! CASE CLOSED!

OUR REWARD SHOULD BE SUBSTANTIAL.

WE'RE GONNA GET **FANCY** TAKE-OUT!



I... BUH... WHUH...

I'LL LEAVE THIS TO YOU, MADAM EXECUTIVE OF THE RESISTANCE.



DOESN'T BEING PART OF THE RESISTANCE COUNT AS ANYTHING?!



HEY LADIES!
ABOUT READY TO
HEAD HOME?

YEAH! NO!
MAYBE!

I MEAN,
SURE, I MISS
HOME. BUT I'M ON
A FLYING TROPICAL
PARADISE! I
FOUGHT A ROBOT
DRAGON! AND
SURVIVED!

THE PAST
FEW DAYS HAVE
BEEN SO CRAZY
AND COOL! I DON'T
THINK I CAN GO
BACK TO MY
OLD LIFE!



WHAT
ABOUT YOU,
WHISPER? FEEL
LIKE YOU'VE
MADE SOME
FRIENDS ON
THIS TRIP?

OH, SHE'S
A RIOT! SHE
JUST TOLD ME
THE FUNNIEST
JOKE!

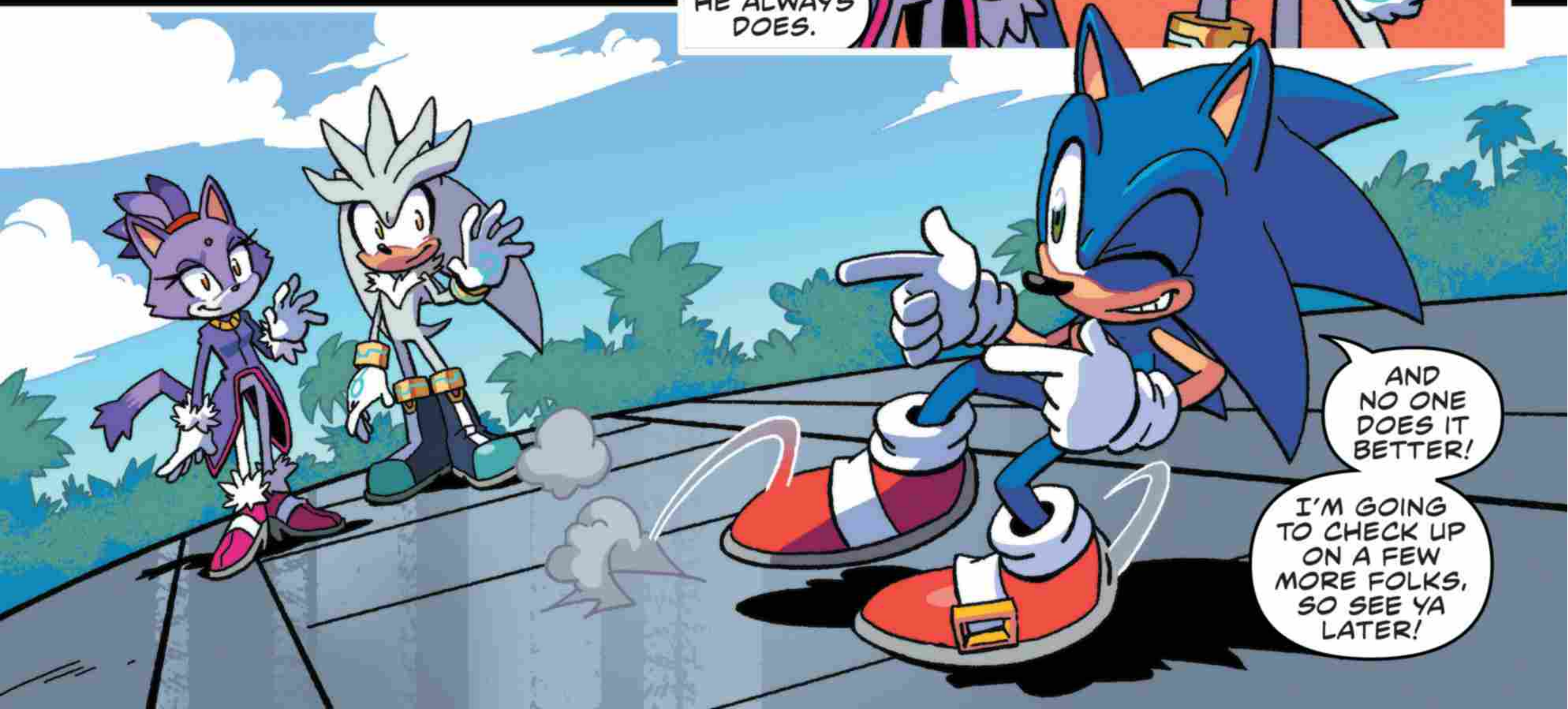
GO ON!
TELL HIM!
Y'KNOW,
THE ONE
ABOUT THE
TOASTER?

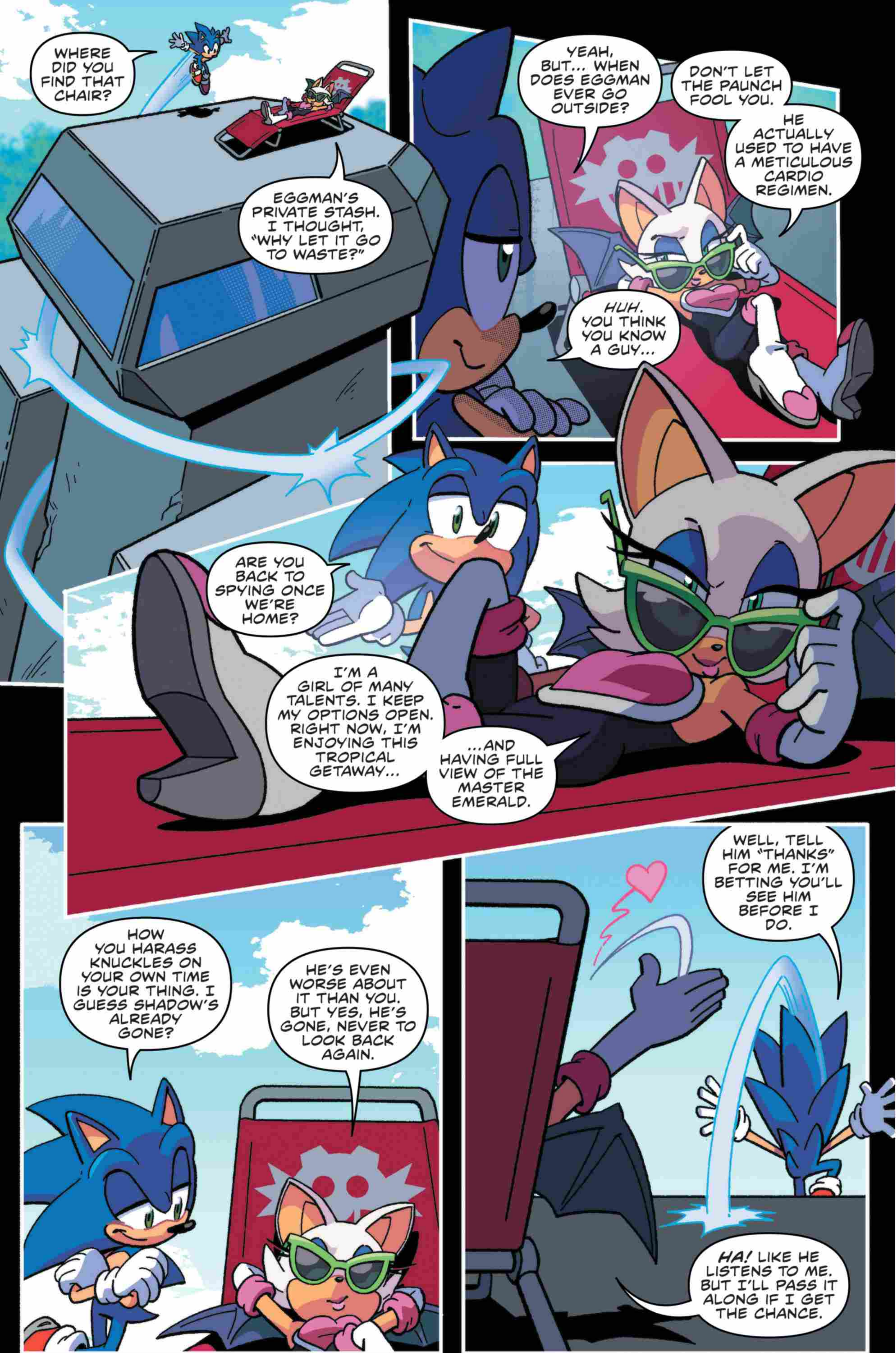


WHAT'D
I SAY?



JUST GIVE
HER SOME SPACE.
SORRY, WHISPER!
I'LL SEE YOU
GUYS LATER!





WHERE DID YOU FIND THAT CHAIR?

EGGMAN'S PRIVATE STASH. I THOUGHT, "WHY LET IT GO TO WASTE?"

YEAH, BUT... WHEN DOES EGGMAN EVER GO OUTSIDE?

DON'T LET THE PAUNCH FOOL YOU.

HE ACTUALLY USED TO HAVE A METICULOUS CARDIO REGIMEN.

HUH. YOU THINK YOU KNOW A GUY...

ARE YOU BACK TO SPYING ONCE WE'RE HOME?

I'M A GIRL OF MANY TALENTS. I KEEP MY OPTIONS OPEN. RIGHT NOW, I'M ENJOYING THIS TROPICAL GETAWAY...

...AND HAVING FULL VIEW OF THE MASTER EMERALD.

HOW YOU HARASS KNUCKLES ON YOUR OWN TIME IS YOUR THING. I GUESS SHADOW'S ALREADY GONE?

HE'S EVEN WORSE ABOUT IT THAN YOU. BUT YES, HE'S GONE, NEVER TO LOOK BACK AGAIN.

WELL, TELL HIM "THANKS" FOR ME. I'M BETTING YOU'LL SEE HIM BEFORE I DO.

HA! LIKE HE LISTENS TO ME. BUT I'LL PASS IT ALONG IF I GET THE CHANCE.



ARE WE
READY TO
LIFT OFF,
CAPTAIN?

YOU'RE
RIGHT ON
TIME! HERE
WE GO!



WAY TO GO,
MAN! YOU FIXED
THIS THING UP IN
RECORD TIME!

DON'T
THANK ME YET.
EGGMAN TECH IS
NOTORIOUSLY
WEIRD.

I'M JUST
GLAD WE
LAUNCHED! YOU
CAN THANK ME
IF WE LAND
SAFELY.



PSSHT! IF
WE CRASH, WE
CRASH. WE'VE
HANDLED WORSE
AND COME OUT
ON TOP.

YOU
KEEP
SAYING
THAT.

'CAUSE WE
KEEP PROVING
IT TRUE. HERE'S
TO ANOTHER
ADVENTURE DONE
IN STYLE,
BUDDY!

YEAH!

ELSEWHERE...

SO THE BIODATA METAL SONIC COPIED OFF OF SONIC AND SHADOW WAS CORRUPTED? HOW UNFORTUNATE. PERHAPS YOU COULD RECONSTRUCT...?

NO, THE MOMENT'S PASSED. NEO DID WELL, CONSIDERING THE LACK OF MY BRILLIANT LEADERSHIP, BUT IT'S OVER.

BUT... IT LOOKS LIKE HE CAME SO CLOSE. WHY NOT—?

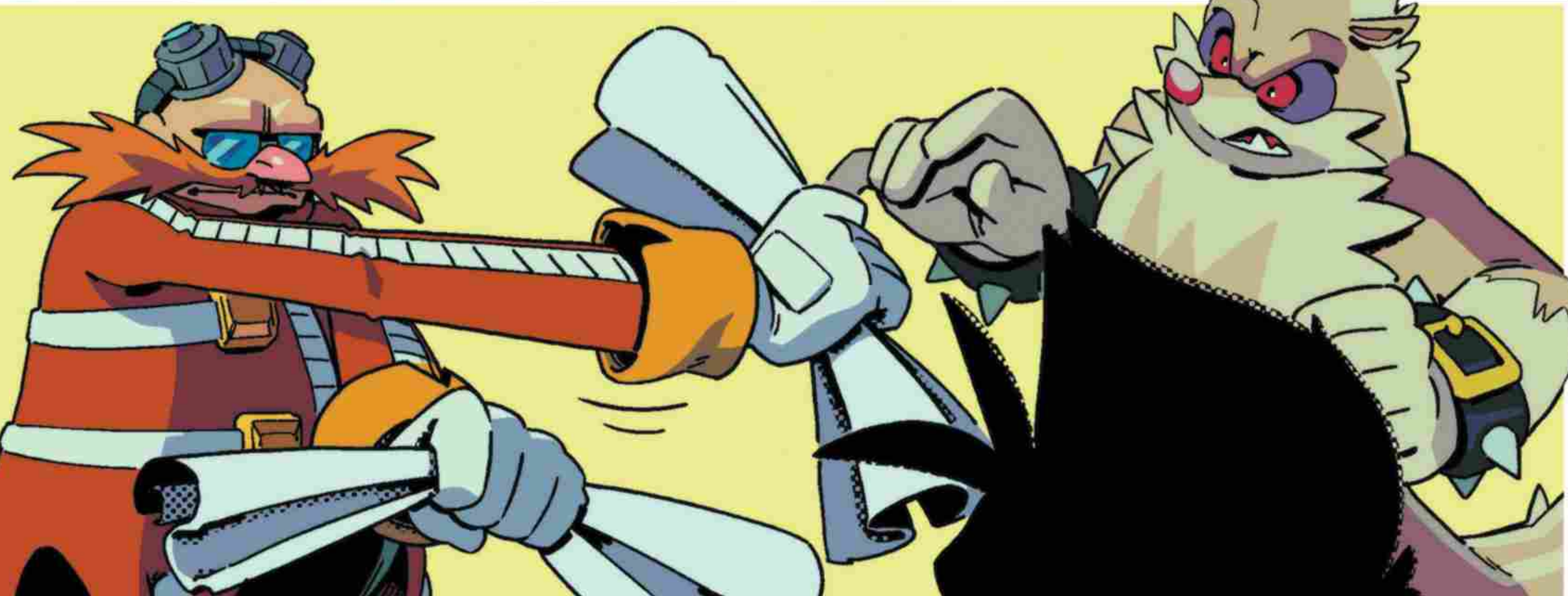
AH-AH-AH! IT'S TIME FOR A CHANGE OF PACE!

DOES THIS MEAN YOU HAVE A NEW PLAN IN MIND?

OF COURSE! I ALWAYS DO. BUT IT WILL NEED TIME TO TEST AND PREPARE.

WHICH IS WHY I'M PUTTING YOU IN CHARGE OF KEEPING SONIC DISTRACTED UNTIL I'M READY!

O-OF COURSE, SIR! IT WILL BE MY HONOR! I KNOW EXACTLY HOW TO LURE HIM INTO AN AMBUSH!

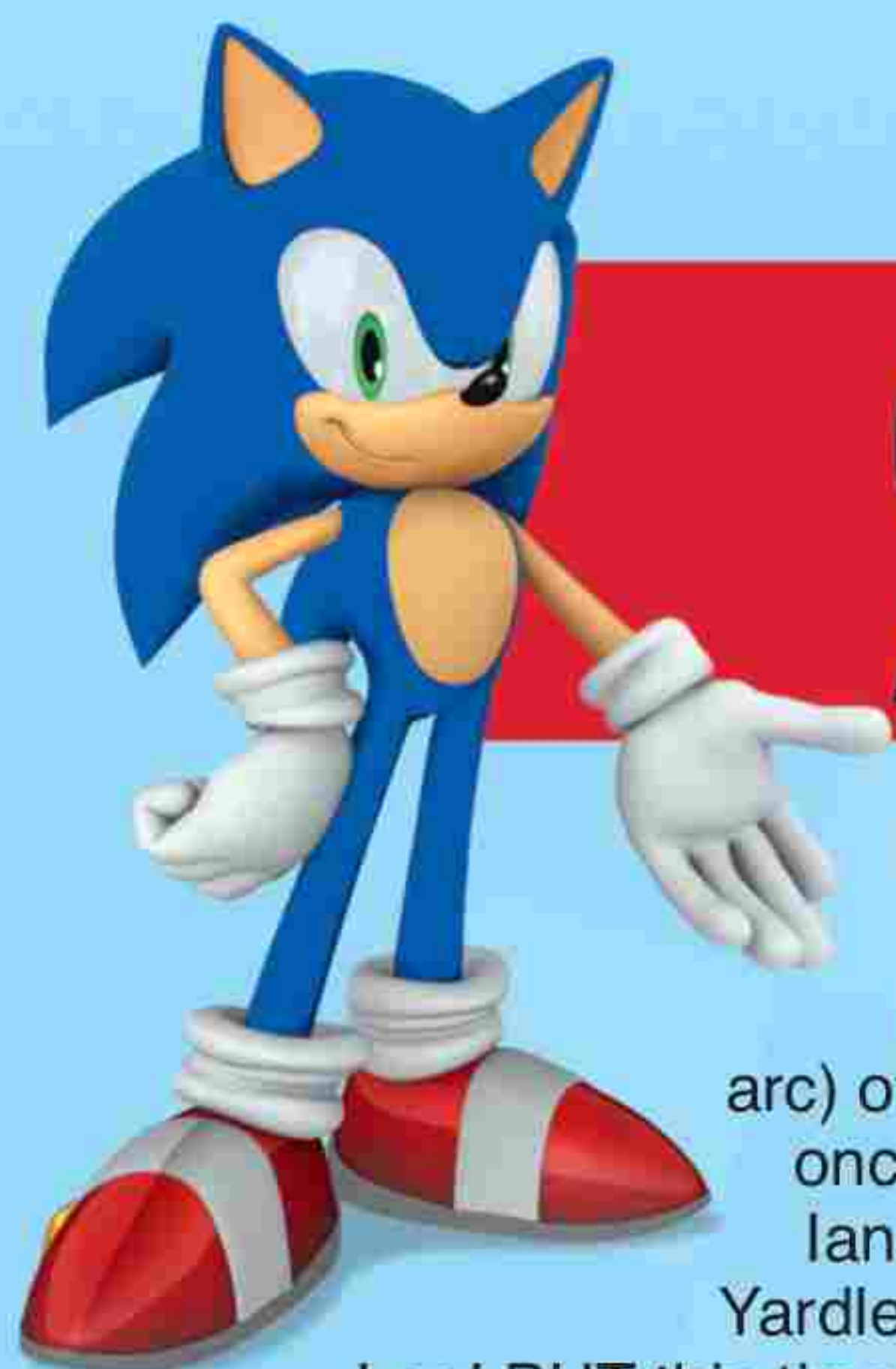


OH,
YES! YES
INDEED!

I'VE SUFFERED
QUITE THE
INDIGNITY DURING
MY LAST SETBACK.
NOW THE WORLD
WILL BE MADE TO
SUFFER IN
RETURN!



NEXT TIME:
**SONIC VS.
ROUGH &
TUMBLE**
ROUND
TWO!



SONIC LETTERS SQUAD

What's up, Squad? Hope you enjoyed issue #12, the thrilling fallout (hey, that was our first arc) of "The Battle of Angel Island," once more by the talented team of Ian Flynn, Evan Stanley, Tracy Yardley!, Matt Herms, and Shawn

Lee! BUT this time, as we're gearing up for Sonic Season 2 with issue #13, we thought we'd do something a little bit different than our usual letters: An interview with artist Evan Stanley about designing Sonic characters!

IDW: Hey Evan, thank you for talking to us! We're twelve issues into IDW Sonic and boy, what a run it's been already. What's been your favorite part so far?

Evan: Well as an artist, my fave so far has been Issue 8; I've got a soft spot for Silver, and getting to introduce Whisper was a blast. As a fan, I think Issue 6 is my favorite so far; it was cool to see Sonic make some tough choices—and defend them!



Out of the first 12 issues, you've been on interiors for five of them and have had a chance to design two new characters—Whisper the Wolf and Dr. Starline. Let's talk about Whisper first as she's been around a little bit longer. One of her most notable features is her mask, where did that come from?

One of my favorite costume items in Sonic Forces is the kitsune mask, and when I learned that Whisper was a mysterious and reserved person, I thought a similar mask might work for her. Ian Flynn saw the mask concept and had the idea of making it also serve as a

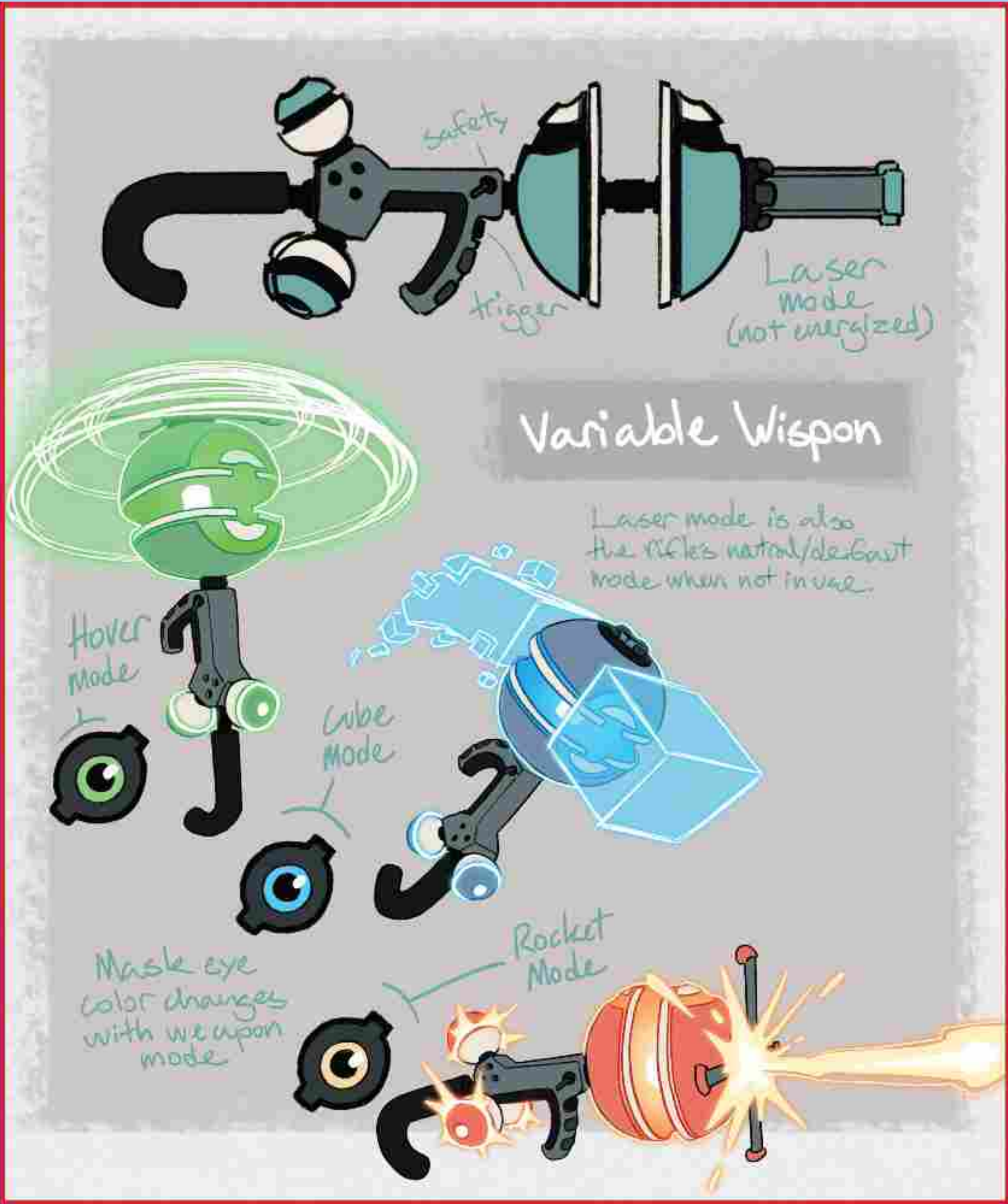
sniper scope and wisp communication device, which instantly clicked; now you can't imagine her without it! The mask became an extension of her personality, her fighting style, and her larger story arc. It's a great example of a design element that not only illustrates the character's personality, but enriches the character's story. That's the ideal outcome of a collaborative process like this.



Besides her mask and clothing, one of the really cool things you got to do with Whisper was design her variable wispon. Can you tell us about designing equipment to serve all of her wisp companions?

I think I got lucky with the Variable Wispon—I'm not super great at visualizing mechanical objects, and it's a crazy Swiss Army knife of a weapon! From a read-through of the script, I knew that it primarily served as a

rifle, so that'd be the core shape. Next, I built parts of the in-game weapons into it, using their shapes to complete the "sniper rifle" silhouette. Lastly, I used the motif of a Wisp Capsule to provide a visual focus, and an easy place for Whisper's team to swap out in plain view. The weapon doesn't transform so much as Whisper just holds it differently; I visualized how I'd want to hold an umbrella or hammer, made sure she'd have places to put her hands, and that that was it!



When we showed off your designs for Whisper at the San Diego Comic-Con panel, it seems like people started drawing their own interpretations immediately. What's the experience been seeing her be picked up by the fan community?

I've seen people working with my designs in the past, so I kind of knew what to expect—but Whisper is *by far* the most positively-received character I've designed yet! All the attention was a bit overwhelming, but I'm glad so many people felt a connection to her!

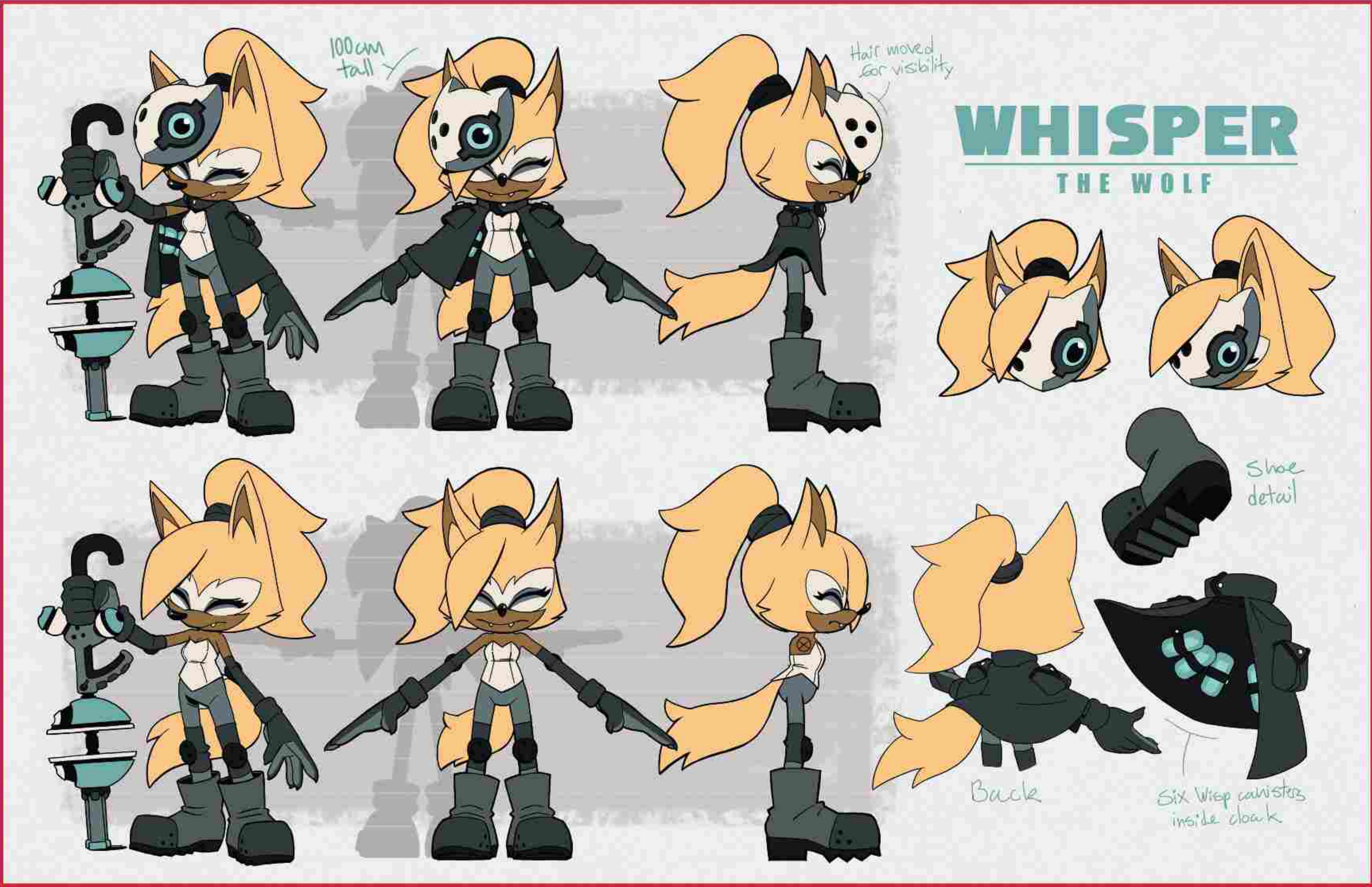
Now, to briefly shift gears a little, at this point you are the only person to draw all five of the new characters from Season 1 (Tangle, Rough, Tumble, Whisper, and Dr. Starline). While you designed Whisper and Starline, Tyson Hesse designed the other three characters. What's the experience like working off of another artist's designs?

I've been a fan of Tyson's work ever since reading *Boxer Hockey* online way back when, so it's a treat to get to work with his designs. He did some really nice stuff with fur patterns to help describe the characters' forms—I especially like Tumble for that. The biggest challenge was interpreting the details in a way that'd look natural next to my version of Sonic and Co., but that's something I've always gotta do when I'm handling a new design.

Also, THANK YOU for including shoe sole designs on the character sheets. So often it's a massive drag to track down good sole refs for Sonic peeps!

Let's talk about Dr. Starline. As is often the case, there were several rounds of edits on his design, including some that looked wildly different. Can you explain what that process is like? Does it become harder or easier to find that final design as you're given more notes?

Starline was tricky to nail down—I started off by narrowing my options a bit too fast, getting caught up in details, and the first few rounds of criticisms boiled down to a "hmm, I dunno". Only after I loosened up and went back to exploring what makes his personality shine did I find something exciting, but that wouldn't have been possible without the previous iterations first focusing the concept. Personally, I LOVE notes. Finding creative solutions to a design's requirements is what I like doing





best; leave me alone with no parameters and I'm lost. It's my job to find the ideal combination of everyone's ideas on the creative team, and to do that I need as much feedback as I can get!

(The trick is to never submit an idea that you don't personally like, so even if your team doesn't pick your favorite, it'll still be something up your alley.)

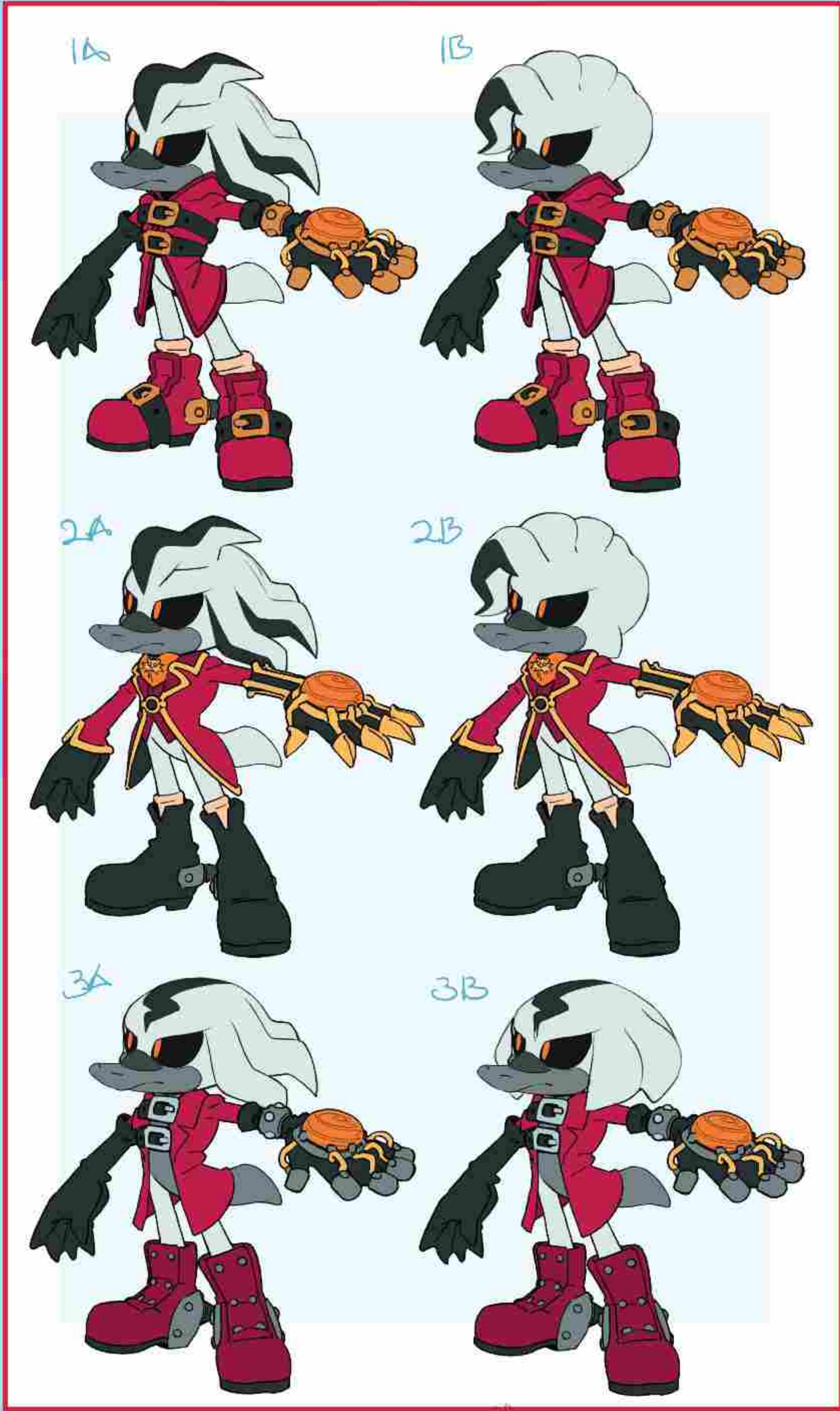
IDW: What were some of your major design inspirations when creating Dr. Starline?

Ooh, I pulled from a bunch of sources... but I describe the final design as Jareth the Goblin King meets steampunk Benjamin Franklin, with a touch of Michael Jackson's *Thriller*.



IDW: Who is your favorite artist and have you been influenced your own style—in comics, in visual storytelling, in character design—by their art?

My first memory of seeing comics was at three or so, when I encountered a bookshelf three times my height full of *Calvin and Hobbes* collections—I couldn't read, but I instantly fell in love with the strip. Bill Watterson's style and approach to visual storytelling made a permanent impact on me. I've drawn all my life, but I didn't start making comics myself until I was around 13. When I did, I was looking at Sonic art and its influences to learn... there's a whole legacy of artists and tangential sources there, but I think I've learned the most from Tracy Yardley. Yes, hi Tracy, you're excellent!



IDW: How does it feel having characters you designed become part of a new Sonic canon?

It's a thrill, and an honor! When I started making comics I never let myself even dream that I'd get to be here, helping create the next chapter in my favorite story ever.

Thanks so much, Evan! That was very interesting! Hopefully we all understand the design process a bit better and see how challenging and rewarding it can be to create new characters!

That's it for this time! Don't forget to send your art and letters to letters@idwpublishing.com, and make sure to mark them: "OKAY TO PRINT!" We'll see you next issue with the start of the next great Sonic adventure! *A Sonic Adventure 2*, if you will!

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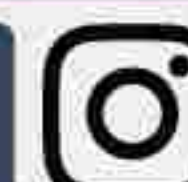
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HERE WE
ARE—TEAM
SONIC—ON
PLANET WISP.

DRIVING CARS FAST
ENOUGH TO ENTERTAIN
EVEN SONIC, ON CRAZY
TRACKS STOCKED WITH
WISP POWER-UPS.



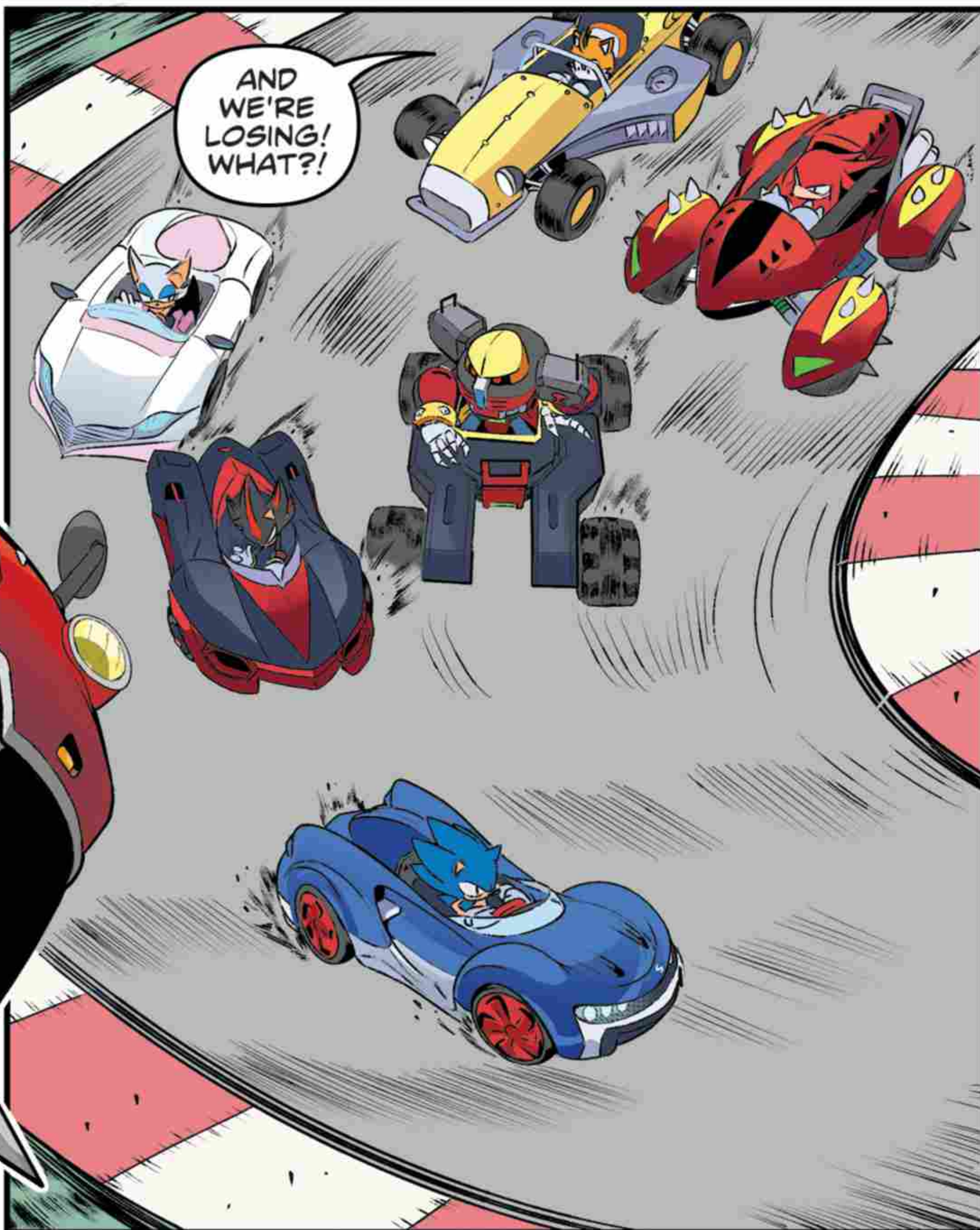
ALL FOR AN ECCENTRIC
MYSTERY MAN, DODON PA.
NO ONE KNOWS WHERE HE
COMES FROM OR WHY HE
HOSTS RACES.



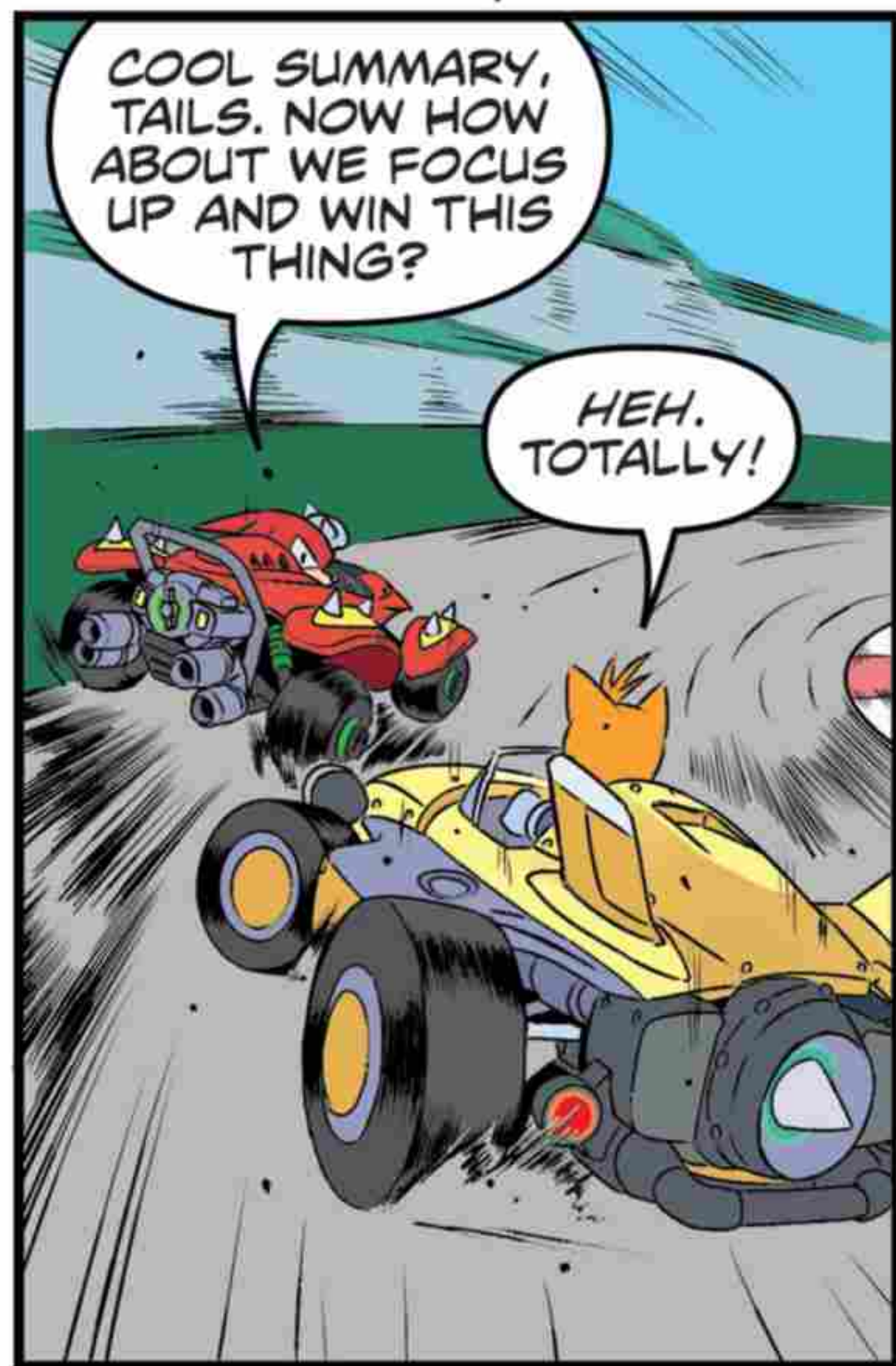
BLUE
HEDGEHOG OR
BLACK HEDGEHOG?
WHO WILL SURVIVE?
HOHOHOHO.



SERIOUSLY, I WONDER. THEY'RE BOTH PRETTY GOOD...



AND WE'RE LOSING! WHAT?!



COOL SUMMARY, TAILS. NOW HOW ABOUT WE FOCUS UP AND WIN THIS THING?

HEH. TOTALLY!



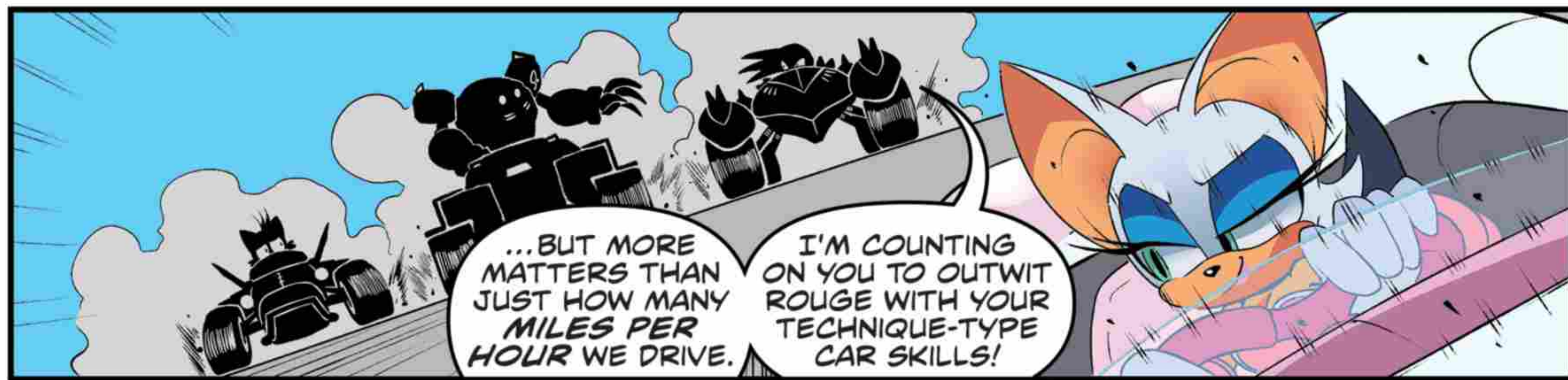
SONIC AND SHADOW ARE OFF IN THEIR OWN LITTLE WORLD IN THEIR SPEED-TYPE CARS, BUT WE'VE GOTTA MAKE SURE TO WIN, TOO.

RIGHT! WE'VE GOT THE TEAM SCORE TO THINK ABOUT.



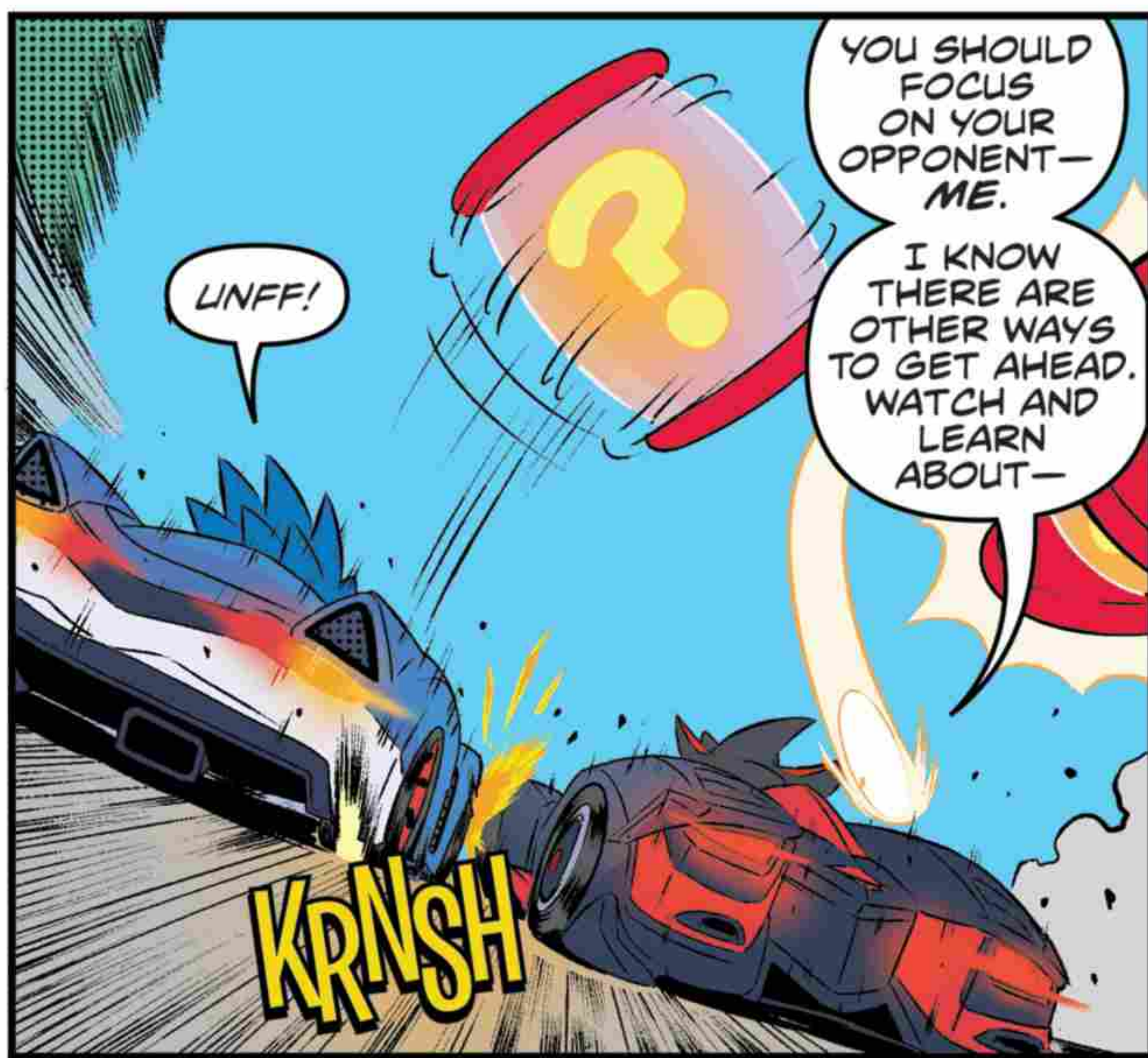
BRING-THE-PAIN PROTOCOLS INITIATED.

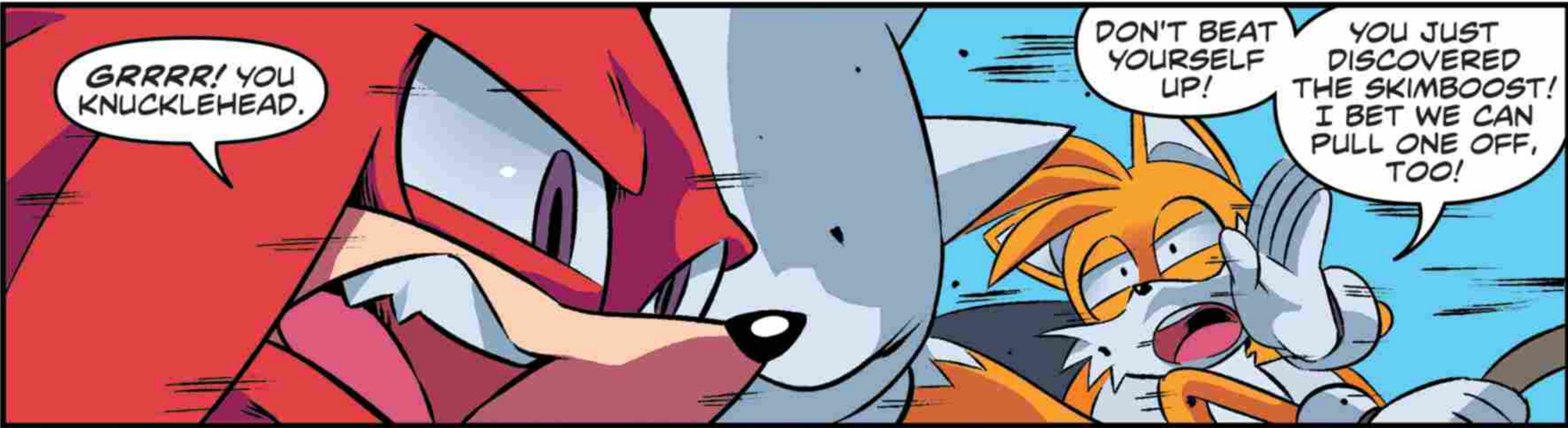
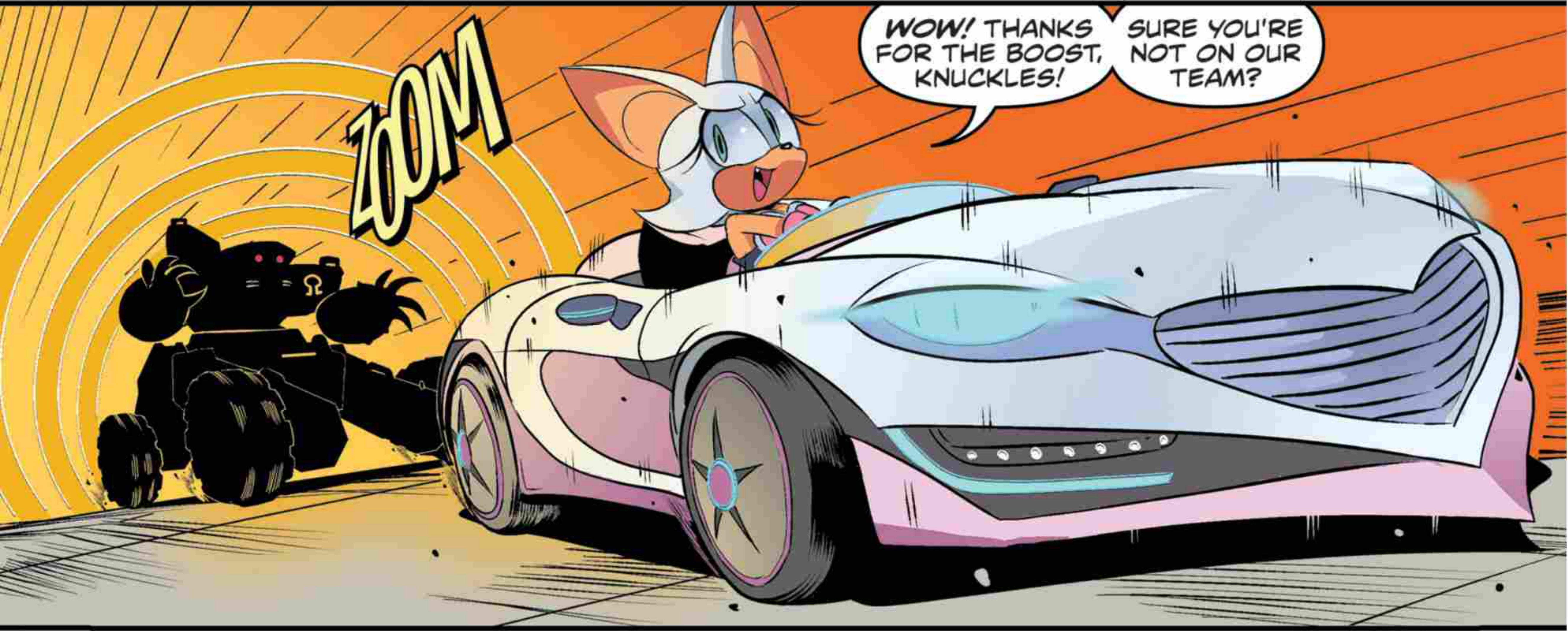
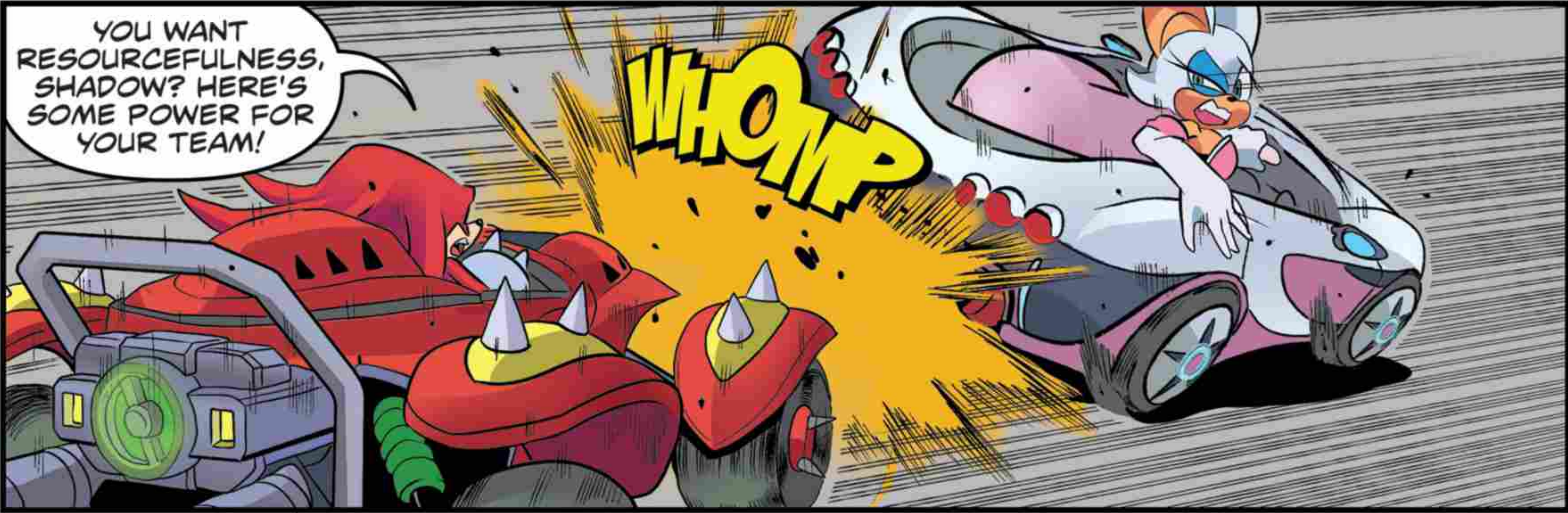
HNGH! I CAN HANDLE OMEGA IN MY POWER-TYPE RACER...



...BUT MORE MATTERS THAN JUST HOW MANY MILES PER HOUR WE DRIVE.

I'M COUNTING ON YOU TO OUTWIT ROUGE WITH YOUR TECHNIQUE-TYPE CAR SKILLS!





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TEAM SONIC RACING™



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